Quest Journals Journal of Research in Business and Management Volume 13 ~ Issue 5 (May 2025) pp: 64-77 ISSN(Online):2347-3002 www.questjournals.org



Research Paper

Scientometric Landscape of Live Streaming for Social Impact: Current Research and Trends

Renita Kawuryan¹, Armini Ningsih², ST. Nurhasanah³, Syachrul⁴, Dyah Kusrihandayani⁵, Nanda Fitria Dewi⁶, Firza Andhika Dirgantari⁷

^{1,2,3,4} Politeknik Negeri Samarinda, Jl. Cipto Mangun Kusumo, Sungai Keledang, Kec. Samarinda Seberang, Kota Samarinda, Kalimantan Timur 75242

Abstract: The process of digitalization drives creativity and innovation to expand market share. Nevertheless, the literature has yet to fully investigate the market's adoption of live streaming. The article explores the trend of live streaming over a ten-year period by analyzing 500 publications from the Web of Science. Key findings reveal that live streaming has evolved from entertainment to a powerful tool in e-commerce, education, and community engagement. Two primary research clusters were identified: technical, social aspects and impacts on commerce and consumer behavior. The study underscores the importance of live streaming in enhancing consumer trust and engagement, crucial for driving purchase intentions. Challenges such as technical issues and audience engagement are noted, along with the accelerated adoption due to post pandemic. Emerging trends include integration with virtual reality and ethical considerations. The study calls for further research on cross-cultural analysis, product differentiation, and negative aspects, providing valuable insights for leveraging live streaming for social welfare and community empowerment.

Keywords: live streaming, scientometric analysis, social impact

Received 10 May., 2025; Revised 20 May., 2025; Accepted 22 May., 2025 © The author(s) 2025. Published with open access at www.questjournas.org

I. BACKGROUND

Live streaming has undeniably emerged as a disruptive technology, fundamentally changing the way people communicate, share information, and conduct business (Bungsraz, 2024; Hofmann, 2024; Singhal and Kapur, 2024). This novel strategy, shown by e-commerce live streaming, combines digital technology with the tangible economy, enhancing cost-effectiveness, productivity, and user satisfaction for both sellers and buyers(Zhong and Adilbish, 2024a). Research investigates consumer preferences and finds that middle-aged women in certain areas favor affordable products, even though they have lower conversion rates compared to traditional marketing techniques (Jian, 2024). Live streaming commerce serves as an intermediary between suppliers and customers, improving communication and sales through platforms such as Social Bread in Indonesia (Dinansyahet al., 2024). The emergence of live-streaming commerce, often referred to as shoppertainment, has significantly impacted consumer behaviors and lives, necessitating comprehensive literature studies and future study to gain a deeper understanding of this dynamic phenomenon (Nuraisahet al., 2024; Xu et al., 2023).

Live streaming has evolved beyond its original purpose in entertainment and to expand social interaction, becoming a powerful presence in the e-commerce industry (Xiong and Li, 2024a). This evolution is propelled by various pivotal aspects that augment consumer engagement and stimulate sales. E-commerce live streaming offers distinct advantages such as interactivity, personalized recommendations, real-time marketing, and socialization, making it an effective and appealing means of purchasing (TEOH and Hong, 2024). The role of live streamers is essential, since their competence, moral reputation, popularity, and responsiveness have a substantial impact on customer engagement through perceived trust and enjoyment (Xiong and Li, 2024a). Furthermore, the incorporation of digital technology into the tangible economy via e-commerce live streaming has streamlined expenses, raised productivity, and elevated the total customer satisfaction, signifying a noteworthy revolution in the e-commerce industry (Zhong and Adilbish, 2024b). However, this rapid growth also brings challenges, like deceptive advertising by celebrities, which could mislead consumers and erode trust, requiring solutions to protect consumer rights and maintain market integrity (Pei, 2024). In addition, Liu and Hamid's conceptual framework emphasizes that anchor qualities, social interaction, and perceived value play a

crucial role in shaping customer purchase intentions in live shopping scenarios (Liu and Hamid, 2024a). The indepth comprehension of the many forces at work in live commerce highlights its capacity as a multi-billion-dollar sector, propelled by instantaneous encounters, product showcases, and exclusive offers that capture consumers and enhance sales. By utilizing these insights, firms may enhance their brand promotion, enhance consumer satisfaction, and optimize product development. This further establishes live streaming as a fundamental aspect of contemporary e-commerce(Liu and Hamid, 2024a; Pei, 2024; TEOH and Hong, 2024; Xiong and Li, 2024a; Zhong and Adilbish, 2024b).

Live streaming is a unique solution due to serve as a potent instrument for educational endeavors, political advocacy, and fostering community connections, particularly among disadvantaged or marginalized populations(Yu, 2023; Zhang et al., 2024). Further, live streaming promotes social connections and enables the sharing of knowledge(Bai, 2024). In educational settings, it provides convenient and interactive learning experiences. As a result, it transforms traditional learning models and empowers individuals to engage in selfeducation (Bai, 2024). Furthermore, live streaming has been successfully employed for the purpose of religious conversion and community organization, because actively involve young people in religious and social endeavors, thereby promoting a sense of community and collaborative effort (Huda et al., 2023). In the other hand, it enhanced psychological and social advantages compared to non-live video content, as it effectively fulfils diverse psychological demands and provides users with a more captivating and satisfying experience (Rubenking and Strawser, 2023). The inclusion of multiple aspects of society in live streaming platforms improves the level of audience involvement and fosters favorable views. This, in turn, can lead to greater involvement and endorsement of different causes, such as political action and community projects (Lin and Lee, 2024). Nevertheless, it is crucial to acknowledge that the influence of live streaming is not universally beneficial. For instance, its utilization among students has been associated with adverse behaviors, including decreased engagement in religious activities and heightened disruptions in the classroom (Setyawan and MZ, 2023). Although there are obstacles, the overall capacity of live streaming to enable individuals, promote social relationships and assist collective efforts in different areas remains substantial, making it a powerful instrument for community development and societal transformation.

Scholar (Xiaojun Mai et al., 2023) examines Live Streaming Commerce (LSC) by analyzing 75 publications and categorizing them into three main areas: streamers, platforms, and viewers. It uses quantitative approaches and structural equation modelling to identify themes such as customer behavior, credibility, trust, and purchase intention. The research also highlights the importance of social presence, information quality, and price tactics in shaping consumer behavior and trust(Mai et al., 2023). (Chen Yanhao et al., 2023) used bibliometric analysis to examine 930 studies on travel live streaming from 2015-2023. China is the primary contributor to research, followed by the United States. The study identifies four main areas of focus: consumption, technology, platforms, and teaching. The study also identifies prominent writers and publications. The findings improve our understanding of live streaming in the tourism industry and support the long-term viability of related research (Yanhaoet al., 2024). Furthermore, research by (Xiaohui Bai et al., 2024) stated livestreaming has become a significant influence on the commerce and service industry, with a growing prevalence in the business sector. This study analyzes academic trends in livestreaming, identifying significant contributions and highlighting deficiencies in research. It proposes a comprehensive future research plan to address cross-cultural analysis, product differentiation, post-adoption behavior, negative aspects, and intellectual property concerns(Bai et al., 2024).Live streaming significantly impacts commerce, tourism, and the service industry, with factors like social presence, information quality, and price tactics influencing consumer behavior. China and the US are prominent contributors. However, research gaps exist in cross-cultural analysis, product differentiation, post-adoption behavior, negative aspects, and intellectual property concerns suggests a comprehensive future research agenda to advance the field and address its multifaceted impacts.

This study aims to fill the existing gap by conducting a scientometric analysis of the current literature on live streaming and its impact on social influence and community growth among entrepreneurs. This study aims to analyze the emerging subject of live streaming to discover important patterns, topics, and areas of research that have not been explored. By doing so, it will contribute to a better understanding of how live streaming may be used to empower entrepreneurs and promote positive social change. Furthermore, it will unveil the predominant themes and study domains that have garnered the highest level of focus, as well as those that necessitate additional exploration. The results of this study will be highly valuable to entrepreneurs, politicians, educators, and researchers who are interested in utilizing live streaming for the purpose of promoting social welfare. The findings will be used to shape future research and develop effective strategies for using live streaming to create supportive communities and empower entrepreneurs in the digital era.

II. METHOD

This study utilizes a quantitative methodology to provide a comprehensive understanding of research endeavors. The scientometric approach analyzes scientific literature, offering insights into research trends, patterns, and impacts. The objective of this study is to systematically examine specific literature, identify significant research patterns, and gain a holistic understanding of the scientific field(Pivnenko and Vitenko, 2024). Furthermore, a scientometric approach is utilized to examine the Live Streaming research landscape. A scientometric approach empower researchers to identify the most influential studies and authors, track the evolution of research trends, pinpoint areas where further investigation is needed. By providing a structured approach to analyzing large volumes of publication data, these methods enhance the efficiency and impact of research in this dynamic field(Tang, 2023). The data was collected using Web of Science, an extensive citation database that includes peer-reviewed academic publications (Kumpulainen and Seppänen, 2022). The search approach is formulating a search string that integrates terms associated with "Live streaming" and "Social impact". The Clarivate database filters are designed to priorities recent and influential research. These filters restrict the publication date to the period from 2015 to 2024. The filters also include various document types, such as articles, proceeding papers, early access publications, review articles, and data papers. Additionally, the filters allow users to focus on specific subject areas, such as sustainability, consumer services, human behavior, and psychology. Data arranged in the BibTeX format. The data was gathered and entered Mendeley. A total of 558 valid data entries were obtained from the Clarivate database for further analysis. By employing several selection criteria such as scope, keywords, and alignment, a total of 500 appropriate articles were discovered to meet the intended objectives of the research. Figure 1 below explains the research protocols.

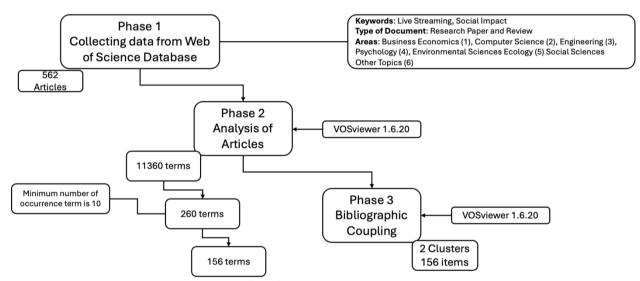


Figure 1. The steps utilized for doing a systematic literature review.

The image depicts a research process involving the collection and analysis of data related to live streaming and its social impact.

Phase 1 focuses on data collection from the Web of Science database. The search yielded 562 articles across various disciplines like Business Economics, Computer Science, Engineering, Psychology, Environmental Sciences, and Social Sciences. In Phase 2, these articles underwent analysis, likely involving techniques like content analysis or thematic coding, resulting in the identification of 11,360 terms. Further refinement narrowed this down to 260 key terms, possibly representing the most salient themes or concepts within the literature. Phase 3 involves two parallel processes. The first continues the term analysis, further reducing the focus to 156 highly relevant terms. The second employs bibliographic coupling, a technique that identifies clusters of articles that frequently cite the same sources. This resulted in 2 clusters containing 156 items, suggesting two main bodies of literature within the field. Overall, the image provides a visual representation of the research workflow, highlighting the key stages of data collection, analysis, and synthesis involved in investigating live streaming and its social impact. The use of VOSviewer suggests a focus on visualizing and understanding the relationships between key terms and articles within the field.

The RStudio application was used for data analysis, which begins with data cleaning and preparation to ensure precision and reliability. This process includes eliminating extraneous data, standardizing textual formats, and rectifying errors for data integrity and quality control ("Data Analysis Using R Programming", 2023). Utilizing R packages for scientometric analyses can yield extensive insights into diverse study domains through the application of distinct analytical methodologies. Co-citation analysis is a valuable tool for tracking the

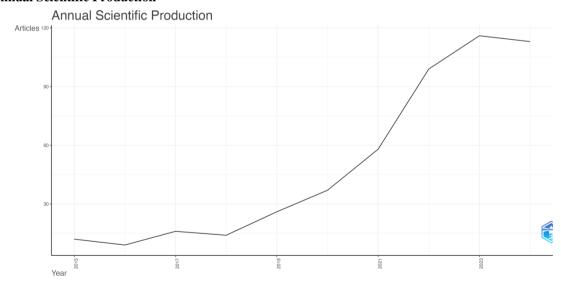
development and trends in a specific research field. Utilizing the Tree of Science algorithm to discover important scientific output, influential journals, and prominent academics. This analysis helps to identify three primary subtopics within the field of co-citation analysis (Robledo-Giraldo et al., 2023). VOSviewer's network visualization is crucial for generating network maps that depict elements such as articles, keywords, or authors as nodes, and the interactions between these entities as edges. The nodes' size and color frequently indicate aspects such as how often they are published or their importance within the network. This visual depiction of the data's structure and relevance allows for easy interpretation. This technique is in line with the overarching objectives of information visualization, which seeks to assist decision-makers in efficiently navigating and comprehending intricate data sets (Didimoet al., 2024).

The utilization of both RStudio and VOSviewer in this study enables a rigorous and all-encompassing examination of the live streaming research domain. RStudio's proficiency in data processing of Annual Scientific Production, Sources' Production over Time and the Most Global Cited Documents, guarantees the precision and dependability of the outcomes, while VOSviewer's graphical represent Network Visualization, Overlay Visualization and Density Visualization offer a lucid and instinctive comprehension of the intricate connections and patterns in the data. By integrating both methods, this article would efficiently analyze the extensive literature on live streaming, pinpoint significant themes and trends, and acquire useful insights into the development and prospects of the area.

III. RESULTS

This section provides an analysis of the distribution of the searched publications based on their annual scientific production, most relevant sources, and total citation per year. This section also provides a thorough bibliographic study, encompassing network visualization, overlay visualization, and density visualization. All the results reported in this section were derived from the Clarivate, Web of Science. The analysis methods employed on the complete collection of documents obtained using the provided search string in the previous section were reviewed.

A. Annual Scientific Production



Show 10 rows Excel Articles Year 12 2016 9 2017 16 2018 14 2019 26 2020 37 2021 58 2022 99 2023 116 2024 113

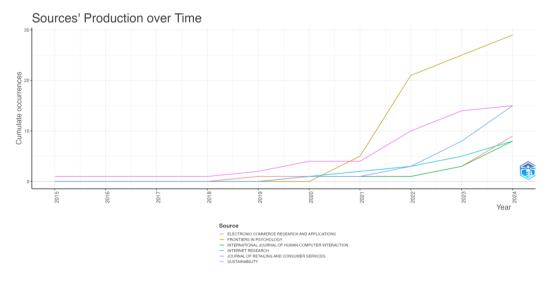
Annual Scientific Production

Figure 1. Annual Scientific Production

Source: Results of data analysis using Biblioshiny, R Studio

An analysis of the keyword "Live streaming" and "Social impact" was conducted, examining publication trends across 500 research articles from 2015 to 2024. The annual distribution of publications is as follows: 2015 (12 articles), 2016 (9 articles), 2017 (16 articles), 2018 (14 articles), 2019 (26 articles), 2020 (37 articles), 2021 (58 articles), 2022 (99 articles), 2023 (116 articles), and 2024 (113 articles). Figure 1 depicts the publication trend over this ten-year period. The analysis indicates a significant increase in the scholarly interest in the nexus between live streaming and its social impact, particularly in recent years. The substantial rise in publications since 2019, peaking in 2023, suggests a growing recognition of live streaming's importance and influence in various social contexts. This trend warrants further investigation into the specific social impacts being explored, the methodologies used, and the potential implications of this rapidly evolving research area.

B. Sources Production Overtime



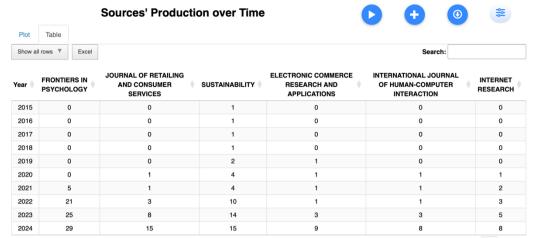
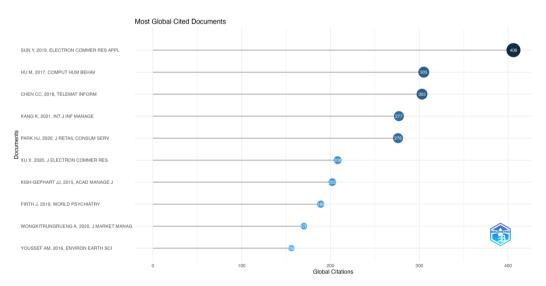


Figure 2. Sources' Production over Time

Source: Results of data analysis using Biblioshiny, R Studio

Figure 2 illustrates the cumulative number of publications over time (2015-2024) for the top 6 (six) sources within a specific research area. The table has six sources, encompassing several fields such as psychology, consumer services, sustainability, electronic commerce research, human-computer interface and Internet Research. The data demonstrates a conspicuous pattern of escalating publications over the years. Although most sources had no publications in the early years but have exhibited a consistent increase in recent times. Remarkably, the number of publications on "Sustainability" has experienced a substantial surge after 2020. The journal "Frontiers in Psychology" has experienced a significant rise, particularly starting from 2021. Overall, the table provides a comprehensive view of the publication patterns of various academic sources throughout time, demonstrating a noticeable increase in productivity and a rising focus on specific fields, such as sustainability and psychology. The rise in sustainability and psychology publications is attributed to societal awareness of environmental issues and mental well-being. As climate change impacts, there is a focus on sustainable practices and solutions. Educational psychology can foster pro-environmental behavior and sustainable leadership(Tung et al., 2024). Mental health challenges, exacerbated by social media and the metaverse, have led to increased research on inclusivity and accessibility in technological advancements (Mohanraj and Mamilla, 2024). The interconnectedness between environmental well-being and mental health is recognized, leading to the development of eco-generativity and the role of social media in disseminating information about sustainability and climate change(Abdullah and Azizan, 2024; Nagvanshi and Gupta, 2024).

C. Most Global Cited Documents



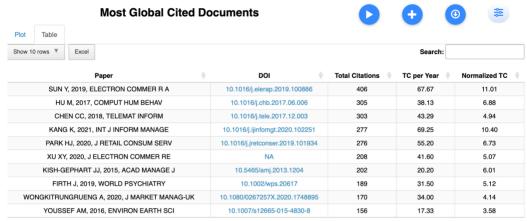


Figure 3. Most Global Cited Documents

Source: Results of data analysis using Biblioshiny, R Studio

Figure 3 presents a list of the most globally cited documents, primarily journal articles, along with their respective citation counts. The citation count signifies how frequently each document has been referenced by other researchers, indicating its influence and importance within the academic community. Key insights from the image include the identification of the top-cited document, "SUN Y. 2019, ELECTRON COMMERC RES APPL," which stands out with 408 global citations, showcasing its significant impact in the field of electronic commerce research and applications. The list encompasses diverse research areas such as computer human behavior, telematics and informatics, information management, retail and consumer services, management, and even environmental science and psychiatry. This diversity suggests a broad range of influential topics across different disciplines. The citation counts vary widely, from over 400 for the top document to around 100 for the least cited, reflecting the varying degrees of impact and recognition within the academic community. Most of the listed documents were published between 2015 and 2021, providing a snapshot of recent influential research within this timeframe. Overall, the image offers valuable insights into the most influential research works across various fields, as determined by their global citation counts. This information can be useful for researchers, academics, and practitioners seeking to identify key references and understand the current state of knowledge in the respective areas of interest.

D. Network Visualization

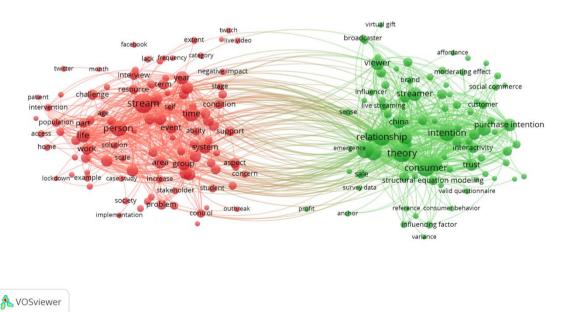


Figure 4. Network Visualization

Source: Results of data analysis using Vos Viewer

Figure 4 depicts a visualization of a network of terms and concepts related to live streaming, generated using VOSviewer software. Key insights from the visualization include the identification of two main clusters. The first cluster, shown in red, focuses on the technical and social aspects of live streaming. It includes platforms such as Twitch and Facebook Live, various content types like live video and virtual gifts, participants including broadcasters, viewers, influencers, and streamers, and interactions such as interactivity and relationships. The second cluster, shown in green, centers on the impacts and outcomes of live streaming, particularly in the context of commerce and consumer behavior. This cluster encompasses business concepts like social commerce and brand, consumer actions such as purchase intention and consumer trust, and research methods including structural equation modeling, survey data, and valid questionnaires.

Cluster 1 Stream – Quality Communication Model Purchase Intention and Social Commerce

In the context of live streaming, buying intention pertains to a consumer's desire or willingness to buy a product or service that is presented during a live stream. Social commerce refers to the utilization of social media channels, such as live streaming, to facilitate online shopping and sales(Oktavianus and Meng, 2024; Vladimirova et al., 2024). Live streaming is a powerful tool for driving social commerce by creating interactive experiences that significantly influence purchase intentions(AI et al., 2024; Ling and Masrom, 2023), boosting sales and revenue(Huang et al., 2024; Jhang-Li and Liou, 2024; Ye et al., 2024) by fostering trust and credibility through direct interaction with streamers (Ji et al., 2024; Jiang et al., 2024).

Streamer-Viewer Interaction and Consumer Trust

In the realm of live streaming, the interaction between streamers and viewers plays a pivotal role in shaping consumer trust and driving purchase intentions(Dabbous et al., 2020). This interaction can manifest through various forms such as comments, reactions, virtual gifts, and direct conversations, which collectively enhance the viewer's engagement and trust in the streamer(Hu et al., 2017). Research indicates that perceived attributes of streamers, such as attractiveness, competence, and trustworthiness, significantly influence viewer engagement and their subsequent behavioral intentions (Chen et al., 2024). Trust is crucial for driving purchase intentions and converting viewers into customers(Chen et al., 2022; Hajliet al., 2017).

Challenges and Resources

Live streaming faces numerous challenges, including technical issues, content creation(Jiang et al., 2021), audience engagement(Keinänen, 2017), and monetization strategies(Johnson and Woodcock, 2019). Cloudbased live streaming requires low-latency and high-quality video transmission (Kumar et al., 2024). To address these, AI, innovation, and robust laws are needed (Yu, 2023). The post pandemic has expanded live streaming into daily life, increasing competition and the need for differentiation (Palumbo, 2023). To overcome these challenges, resources like advanced software, hardware, online communities, and mentorship programs can help improve professionalism and skills (Li, 2023).

Cluster 2. Purchase intention – interactivity model Influencing Factors and Consumer Behavior

Live streaming in e-commerce is influenced by internal factors including trustworthiness, social influence, and perceived ease of use (AI et al., 2024). External factors include anchor characteristics, social interaction, and perceived value (Liu and Hamid, 2024b). The post pandemic has accelerated the adoption of live streaming as a sales mode due to its timeliness, entertainment value, and interactivity (Zhang et al., 2024). Peer viewers and viewing group size also impact individual behaviors, including gift-giving (Luo et al., 2024). A systematic literature review identified 40 factors influencing purchase intention in live-streaming shopping, highlighting the complexity of consumer behavior (Mindiasariet al., 2024).

Social media and Live streaming

Social media platforms like Twitter, Facebook, and Instagram are crucial for real-time interaction and information dissemination (Singh et al., 2019), providing valuable insights into user profiles, posts, comments, and public opinion (Pustilnik and Besio, 2019). Social media also enable real-time updates and commentary on events, making news coverage more accessible (Highfield, 2019). Live streaming, a form of real-time video and audio transmission (Austerberry, 2013), complements these platforms, enhancing the immediacy and engagement of content sharing (Tsou and Leitner, 2013). These technologies have transformed how information is shared and consumed, fostering a more connected global community (Borgman, 2003).

E. Overlay Visualization

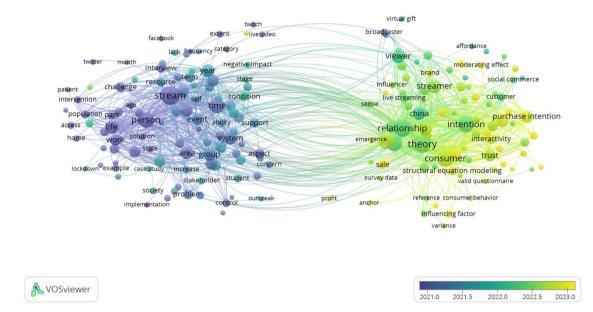


Figure 5. Overlay Visualization

Source: Results of data analysis using Vos Viewer

The graph illustrates the evolution of research publications related to live streaming and its various dimensions over the years 2015 to 2023. During 2015-2018, research on live streaming was relatively nascent, focusing on fundamental aspects like the technology itself, early platforms such as Twitch, and the concept of "real-time" interaction. This period saw foundational work exploring the potential of live streaming for entertainment, gaming, and social interaction. In 2019-2020, there was a notable increase in publications focusing on the social commerce aspect of live streaming, particularly in the context of China. The rise in publications on social commerce in China is linked to platforms like Taobao Live, which integrate live streaming into e-commerce, transforming shopping through real-time data streaming and AI technologies (Mantri, 2024). The research landscape expanded further in 2021-2022, with studies exploring the use of live streaming in diverse contexts, including education, health, and political communication. The post pandemic likely accelerated this trend, as live streaming became a crucial tool for connecting people during lockdowns and social distancing(Oktavianiet al., 2024). By 2023, the research on live streaming shows continued growth, indicating a maturing field with emerging trends such as the integration of live streaming with virtual reality and the metaverse, as well as growing interest in the ethical and regulatory implications of this technology (Zhong and Adilbish, 2024b). Overall, the graph demonstrates a clear and consistent growth in research on live streaming over the years. The initial focus on technology and entertainment has broadened to encompass a wide range of applications and social impacts(Cunningham and Craig, 2019). As live streaming continues to evolve and become more integrated into our daily lives(Kelly, 2016), research in this field is expected to remain vibrant and relevant. Live streaming research has expanded significantly over time due to technological advancements and increasing uses(Merritt and Zhao, 2022). Between 2015 and 2018, research focused on technological aspects, platforms, and real-time interaction capabilities. This period saw the incorporation of live streaming into various industries, such as social commerce(Wongkitrungrueng and Assarut, 2020). Platforms like Taobao Live in China successfully combined live streaming with e-commerce, leading to increased consumer involvement and a shift in shopping habits (Zhong and Adilbish, 2024b)(TEOH and Hong, 2024). Live streamers' competence, moral reputation, popularity, and responsiveness significantly impact customer engagement and trust (Xiong and Li, 2024b). The post pandemic has accelerated the use of live streaming in education, health, and political communication (Dinansvahet al., 2024). By 2023, research on live streaming is growing, with emerging trends focusing on virtual reality and the metaverse (Baía Reis and Ashmore, 2022). However, ethical and regulatory implications remain a concern due to its extensive usage (Wang et al., 2024). Live streaming's interactive nature and real-time promotion make it a powerful tool for businesses(Zhang et al., 2020).

F. Density Visualization

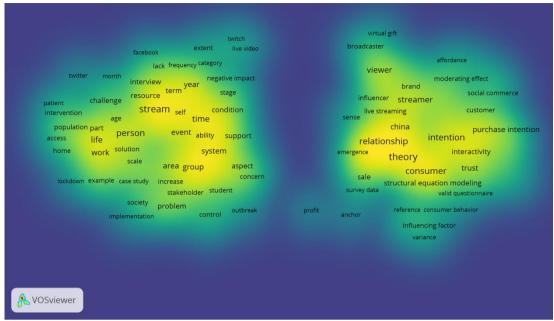


Figure 6. Density Visualization

Source: Results of data analysis using Vos Viewer

Figure 6 depicts density visualization analysis to identify the main areas of focus for future research. The discussion revolved around two primary subjects: The Stream and The Consumer. Subsequently, there were darker colors that represented the concepts of challenge, condition, person, interactivity, intention, and relationship. Meanwhile, the darkest parts consisted of negative impacts, concern, live video, trust, influencing factor, broadcaster, virtual gift, and consumer behavior. The visualization offers a comprehensive overview of the research landscape on live streaming, highlighting the diverse themes being explored. It emphasizes the importance of methodological rigor, contextual factors like lockdown and work-life balance, and the growing interest in understanding the theoretical underpinnings and long-term implications of live streaming.

IV. DISCUSSION

The VOSviewer results offer a framework related to live streaming to improve the understanding of how marketing managers and influencers can comprehend digitalization and its unique aspects. The framework aims to provide a holistic view of the digital landscape, particularly focusing on the strategic use of live streaming for social impact and achieving business goals. The research framework focusing on the dynamic relationship between live streaming and its social impact, especially in e-commerce. It highlights two clusters: the Stream-Quality Communication Model and the Purchase Intention-Interactivity Model. Future research should explore social media's impact on purchase intention, generational differences, and cross-cultural comparisons. Understanding these factors can help marketing managers and influencers achieve business objectives in a digital world.

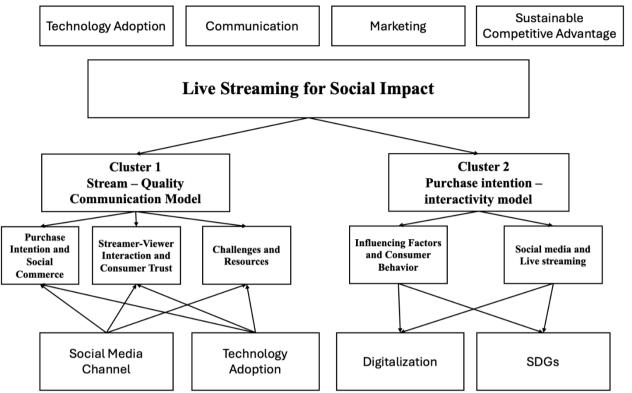


Figure 7. An analytical framework for evaluating live streaming for social impact

Considerations and the Future Direction of Research

This table outlines potential areas for future research related to live streaming for social impact, organized into clusters and sub-clusters. It suggests various empirical studies that could be conducted to further understand the landscape. Firstly, under the "Stream Quality-Communication Model" cluster, it proposes investigations into the relationship between purchase intention and social commerce, the dynamics of streamer-viewer interaction and consumer trust, and the challenges and resources associated with live streaming in a social impact context. Secondly, the "Purchase Intention-Interactivity Model" cluster recommends empirical studies on influencing factors and consumer behaviour, the role of social media and live streaming, and how the Purchase Intention-Interactivity Model, Stream Quality, and Communication Model interplay to drive live streaming for social impact. It further suggests investigating these models across different generational cohorts (Millennials, Gen Z, and Gen Alpha) and in diverse economic contexts (developing and developed countries). Overall, this table provides a structured framework for future research in this field, highlighting key areas where further exploration and empirical investigation could enhance our understanding of live streaming for social impact.

mpact.		
	Cluster and Sub Cluster	Suggestions for Future Research
1	Stream –	Quality Communication Model
	1. Purchase Intention and Social	Conducting empirical studies among social media channel with purchase
	Commerce	intention and social commerce.
		Conducting empirical studies streamer viewer interaction and consumer
		trust.
		Conducting empirical studies factor affecting social media channel
	2. Streamer-Viewer Interaction and	Conducting empirical studies among social media channel with purchase
	Consumer Trust	intention and social commerce.
		Conducting empirical studies streamer viewer interaction and consumer
		trust.
		Conducting empirical studies factor affecting social media channel
	Challenge and Resource	Conducting empirical studies among social media channel with purchase
		intention and social commerce.
		Conducting empirical studies streamer viewer interaction.
		Conducting empirical studies factor affecting social media channel
2	Purchase	e Intention- Interactivity Model
	1. Influencing Factor and Consumer	Conducting empirical studies on Digitalization and SDGs
	Behavior	Conducting empirical studies on Digitalization
		Conducting empirical studies SDGs

	2. Social Mediaand Live Streaming	Conducting empirical studies on Digitalization and SDGs
		Conducting empirical studies Digitalization
		Conducting empirical studies SDGs
3	Purchase Intention- Interactivity Model, Stream –	Investigate these models in driving live streaming in social impact
	Quality Communication Model	
4	Purchase Intention- Interactivity Model, Stream –	Investigate in Generation cohort (Millenial, Gen Z, and Gen Alpha)
	Quality Communication Model	
5	Purchase Intention- Interactivity Model, Stream –	Investigate in developing and developed countries
	Quality Communication Model	

Figure 8. Recommendations for further research.

V. CONCLUSION

The study underscores that live streaming has evolved from a mere entertainment platform to a powerful tool with significant social impact, particularly in e-commerce, education, and community engagement. The research identified two primary clusters: one focusing on the technical and social aspects of live streaming, and the other on its impact on commerce and consumer behavior. The study emphasizes that live streaming enhances consumer trust and engagement, which are crucial for driving purchase intentions. However, challenges such as technical issues and audience engagement persist, alongside the accelerated adoption of live streaming due to the post-pandemic era. The study also highlights emerging trends like the integration of live streaming with virtual reality and the metaverse and underscores the importance of addressing ethical considerations. The research concludes by calling for further studies on cross-cultural analysis, product differentiation, and the negative aspects of live streaming, aiming to provide valuable insights for leveraging this technology for social welfare and community empowerment. The research proposes several avenues for future studies. It suggests conducting empirical studies to investigate the relationship between purchase intention and social commerce, the dynamics of streamer-viewer interaction and consumer trust, and the challenges and resources associated with live streaming in a social impact context. It also recommends exploring the influencing factors and consumer behavior in live streaming, the role of social media, and the interplay between the Purchase Intention-Interactivity Model and the Stream Quality-Communication Model in driving live streaming for social impact. Further, it proposes investigating these models across different generational cohorts (Millennials, Gen Z, and Gen Alpha) and in diverse economic contexts (developing and developed countries). These future research directions aim to provide a deeper understanding of live streaming's potential for social good and offer insights for leveraging this technology effectively for social welfare and community empowerment.

Acknowledgments

We express our gratitude to P3M Politeknik Negeri Samarinda for the financial support throughout the project.

REFERENCES

- [1]. Abdullah, K.H. and Azizan, A. (2024), "Ecoanxiety and mental health unveiled: a bibliometric analysis", International Journal of Public Health Science (IJPHS), Vol. 13 No. 2, p. 783, doi: 10.11591/ijphs.v13i2.23582.
- [2]. AI, Y.J., NG, P.K., NG, Y.J., TAI, H.T., CHEAH, C.S. and LEE, J.Y. (2024), "Streaming to Success: Amplifying Purchase Intentions Among Malaysian Consumers", International Journal of Economics and Management, Vol. 18 No. 1, pp. 103– 112, doi: 10.47836/ijeam.18.1.07.
- [3]. Austerberry, D. (2013), The Technology of Video and Audio Streaming, Routledge.
- [4]. Bai, X., Cheng-Xi Aw, E., Wei-Han Tan, G. and Ooi, K.-B. (2024), "Livestreaming as the next frontier of e-commerce: A bibliometric analysis and future research agenda", Electronic Commerce Research and Applications, Vol. 65, p. 101390, doi: 10.1016/j.elerap.2024.101390.
- [5]. Bai, Y. (2024), "Research on the Influence of Knowledge-based Paid Live Streaming on Users Self-education", Lecture Notes in Education Psychology and Public Media, Vol. 37 No. 1, pp. 22–27, doi: 10.54254/2753-7048/37/20240495.
- [6]. Baía Reis, A. and Ashmore, M. (2022), "From video streaming to virtual reality worlds: an academic, reflective, and creative study on live theatre and performance in the metaverse", International Journal of Performance Arts and Digital Media, Taylor & Francis, Vol. 18 No. 1, pp. 7–28.
- [7]. Borgman, C.L. (2003), From Gutenberg to the Global Information Infrastructure: Access to Information in the Networked World, Mit Press.
- [8]. Bungsraz, S. (2024), "Technology to Communicate for the E-Democracy Knowledge System", Upgrading Political Systems with Purposive Technology: A Performing Democracy, Springer, pp. 279–315.
- [9]. Chen, X., Wang, C. and Zheng, H. (2024), "Turning Livestreaming Viewers into Game Players: Exploring the Impact of Game Streamers on Viewer Video Game Engagement Based on an Extended Means-End Chain Framework", International Journal of Human-Computer Interaction, pp. 1–15, doi: 10.1080/10447318.2024.2365026.
- [10]. Chen, Y., Tingchi Liu, M., Liu, Y., Chang, A.W. and Yen, J. (2022), "The influence of trust and relationship commitment to vloggers on viewers' purchase intention", Asia Pacific Journal of Marketing and Logistics, Emerald Publishing Limited, Vol. 34 No. 2, pp. 249–267.
- [11]. Cunningham, S. and Craig, D. (2019), Social Media Entertainment: The New Intersection of Hollywood and Silicon Valley, Vol. 7, NYU Press.

- [12]. Dabbous, A., Aoun Barakat, K. and Merhej Sayegh, M. (2020), "Social commerce success: Antecedents of purchase intention and the mediating role of trust", Journal of Internet Commerce, Taylor & Francis, Vol. 19 No. 3, pp. 262–297.
 [13]. "Data Analysis Using R Programming". (2023), Simultaneous Mass Transfer and Chemical Reactions in Engineering
- [13]. "Data Analysis Using R Programming". (2023), Simultaneous Mass Transfer and Chemical Reactions in Engineering Science, Wiley, pp. 31–110, doi: 10.1002/9783527823529.ch2.
- [14]. Didimo, W., Liotta, G. and Montecchiani, F. (2024), "Network data visualization", Handbook of Social Computing, Edward Elgar Publishing, pp. 2–11, doi: 10.4337/9781803921259.00007.
- [15]. Dinansyah, F., Susilo, D. and Berto, A.R. (2024), "Live streaming commerce as communication media at Social Bread", Bricolage :Jurnal Magister IlmuKomunikasi, Vol. 10 No. 1, p. 093, doi: 10.30813/bricolage.v10i1.4999.
- [16]. Hajli, N., Sims, J., Zadeh, A.H. and Richard, M.-O. (2017), "A social commerce investigation of the role of trust in a social networking site on purchase intentions", Journal of Business Research, Elsevier, Vol. 71, pp. 133–141.
- [17]. Highfield, T. (2019), "Visual Social Media", The International Encyclopedia of Journalism Studies, Wiley, pp. 1–7, doi: 10.1002/9781118841570.iejs0280.
- [18]. Hofmann, B. (2024), "Persuasive innovators for environmental policy: green business influence through technology-based arguing", Environmental Politics, Taylor & Francis, Vol. 33 No. 1, pp. 45–69.
- [19]. Hu, M., Zhang, M. and Wang, Y. (2017), "Why do audiences choose to keep watching on live video streaming platforms? An explanation of dual identification framework", Computers in Human Behavior, Elsevier, Vol. 75, pp. 594–606.
- [20]. Huang, S., Wang, Z., Zhang, Z., Zhang, H., Wang, X. and Wang, W. (2024), "Seer: Proactive Revenue-Aware Scheduling for Live Streaming Services in Crowdsourced Cloud-Edge Platforms", ArXiv Preprint ArXiv:2402.14619.
- [21]. Huda, M.T., Setyorini, N.M., Wulandari, Y.L.F., Masyitoh, U., Darojah, L.R.I., Aryuni, H.H.P., Ni'mah, E.K., et al. (2023), "PelatihanDakwah Digital Live Streaming Sebagai Upaya Program Paham Digital Pemuda Desa Bulu Kediri", TAAWUN, Vol. 3 No. 02, pp. 127–137, doi: 10.37850/taawun.v3i02.498.
- [22]. Jhang-Li, J.-H. and Liou, J.-H. (2024), "An analysis of operating strategy for a video live streaming platform: advertisement, advertorial, and donation", Information Technology and Management, Springer, Vol. 25 No. 1, pp. 51–68.
- [23]. Ji, M., Chen, X. and Wei, S. (2024), "What Motivates Consumers' Purchase Intentions in E-Commerce Live Streaming: A Socio-Technical Perspective", International Journal of Human-Computer Interaction, pp. 1–21, doi: 10.1080/10447318.2024.2355399.
- [24]. Jian, Y. (2024), "A Deep Analysis of Live-Stream Marketing in Douyin from China", Advances in Economics, Management and Political Sciences, Vol. 78 No. 1, pp. 55–66, doi: 10.54254/2754-1169/78/20241847.
- [25]. Jiang, X., Yu, F.R., Song, T. and Leung, V.C.M. (2021), "A survey on multi-access edge computing applied to video streaming: Some research issues and challenges", IEEE Communications Surveys & Tutorials, IEEE, Vol. 23 No. 2, pp. 871–903.
- [26]. Jiang, Y., Lee, H.-T. and Li, W. (2024), "The effects of live streamer's expertise and entertainment on the viewers' purchase and follow intentions", Frontiers in Psychology, Vol. 15, doi: 10.3389/fpsyg.2024.1383736.
- [27]. Johnson, M.R. and Woodcock, J. (2019), "And today's top donator is: How live streamers on Twitch. tv monetize and gamify their broadcasts", Social Media+ Society, SAGE Publications Sage UK: London, England, Vol. 5 No. 4, p. 2056305119881694.
- [28]. Keinänen, K. (2017), "The role of live streaming in marketing communications and corporate branding".
- [29]. Kelly, K. (2016), The Inevitable: Understanding the 12 Technological Forces That Will Shape Our Future, Penguin.
- [30]. Kumar, T., Sharma, P., Tanwar, J., Alsghier, H., Bhushan, S., Alhumyani, H., Sharma, V., et al. (2024), "Cloud-based video streaming services: Trends, challenges, and opportunities", CAAI Transactions on Intelligence Technology, Vol. 9 No. 2, pp. 265–285, doi: 10.1049/cit2.12299.
- [31]. Kumpulainen, M. and Seppänen, M. (2022), "Combining Web of Science and Scopus datasets in citation-based literature study", Scientometrics, Vol. 127 No. 10, pp. 5613–5631, doi: 10.1007/s11192-022-04475-7.
- [32]. Li, X. (2023), "The Characteristics, Existing Problems and Solving Strategies of Webcast with Goods", Advances in Economics, Management and Political Sciences, Vol. 21 No. 1, pp. 275–279, doi: 10.54254/2754-1169/21/20230263.
- [33]. Lin, S.-C. and Lee, Y.-Y. (2024), "Explaining the gift-giving intentions of live-streaming audiences through social presence: the perspective of interactive marketing", Journal of Research in Interactive Marketing, doi: 10.1108/JRIM-01-2024-0030.
- [34]. Ling, Q. and Masrom, M.B. (2023), "Role of Live E-Commerce on Consumer Purchase Intentions", International Journal of Professional Business Review, Vol. 8 No. 6, p. e02435, doi: 10.26668/businessreview/2023.v8i6.2435.
- [35]. Liu, J. and Hamid, M.B.B. (2024a), "Consumption in Virtual Entertainment: A Conceptual Analysis of the Influencing Factors of Purchasing in Live Broadcast Economy", Advances in Economics, Management and Political Sciences, Vol. 93 No. 1, pp. 1–6, doi: 10.54254/2754-1169/93/20241064.
- [36]. Luo, L., Hanyi, S., Zheng, Y. and Yuan, Y. (2024), "To Gift or Not: Understanding Gifting Behavior on Live Streaming Platforms from the Perspective of Social Influence and Herding", International Journal of Human–Computer Interaction, pp. 1–18, doi: 10.1080/10447318.2024.2368974.
- [37]. Mai, X., Sheikh Ahmad, F. and Xu, J. (2023), "A Comprehensive Bibliometric Analysis of Live Streaming Commerce: Mapping the Research Landscape", SAGE Open, Vol. 13 No. 4, doi: 10.1177/21582440231216620.
- [38]. Mantri, A. (2024), "Real-Time Data Streaming and AI Enhancements: E-Commerce Live Streaming Shopping", International Journal of Computing and Engineering, Vol. 5 No. 5, pp. 22–32, doi: 10.47941/ijce.2004.
- [39]. Merritt, K. and Zhao, S. (2022), "The power of live stream commerce: A case study of how live stream commerce can be utilised in the traditional British retailing sector", Journal of Open Innovation: Technology, Market, and Complexity, MDPI, Vol. 8 No. 2, p. 71.
- [40]. Mindiasari, I.I., Priharsari, D., Setiawan, B.D. and Purnomo, W. (2024), "Identifying The Influence of Consumer Purchase Intention Through Live Streaming Shopping: A Systematic Literature Review", Journal of Information Technology and Computer Science, Vol. 9 No. 1, pp. 22–33, doi: 10.25126/jitecs.202491576.
- [41]. Mohanraj, S. and Mamilla, R. (2024), "Metaverse and Social Media for Sustainable Mental Health", Green Metaverse for Greener Economies, CRC Press, Boca Raton, pp. 217–226, doi: 10.1201/9781032638188-14.
- [42]. Nagvanshi, S. and Gupta, N. (2024), "Mapping the Landscape of Sustainability in Social Media: A Bibliometric Analysis and Research Trends", Journal of Scientometric Research, Vol. 13 No. 1, pp. 245–259, doi: 10.5530/jscires.13.1.21.
- [43]. Nuraisah, S., Nadlifatin, R., Subriadi, A.P. and J. Gumasing, Ma.J. (2024), "Live Streaming Commerce is considered as Shoppertaiment: A Systematic Literature Review", Procedia Computer Science, Vol. 234, pp. 1020–1028, doi: 10.1016/j.procs.2024.03.092.

- Oktaviani, R., Murwani, F.D. and Hermawan, A. (2024), "The Effect of Live Streaming Quality on Purchase Intention [44]. through Immersive Experience, Consumer Trust, and Perceived Value (Study of This is April Consumers on TikTok)", International Journal of Business, Law, and Education, Vol. 5 No. 1, pp. 765-789, doi: 10.56442/ijble.v5i1.490.
- [45]. Oktavianus, J. and Meng, X. (2024), "From news websites to social media: Unpacking the influence of online channels on presumed influence and responses to misinformation", Technology in Society, Elsevier, p. 102658.
- Palumbo, J.A. (2023), "The Development and Problems of the Live Broadcasting Industry under the Impact of COVID-19", Advances in Economics, Management and Political Sciences, Vol. 56 No. 1, pp. 1-6, doi: 10.54254/2754-1169/56/20231044.
- Pei, Y. (2024), "The Benefits and Costs of Livestreaming in E-Commerce Development in China", Advances in Economics, Management and Political Sciences, Vol. 83 No. 1, pp. 148-153, doi: 10.54254/2754-1169/83/20240737.
- Pivnenko, P.P. and Vitenko, N.P. (2024), "Scientometric analysis of domestic dissertation research, containing the category of «patriotic education» in their titles", VestnikMajkopskogoGosudarstvennogoTehnologiceskogoUniversiteta, No. 4, pp. 101–112, doi: 10.47370/2078-1024-2023-15-4-101-112.
- Pustilnik, M. and Besio, M. (2019), "Social Media Text Streaming Visualization", 2019 IEEE Conference on Visual [49] Analytics Science and Technology (VAST), IEEE, pp. 144-145, doi: 10.1109/VAST47406.2019.8986911.
- Robledo-Giraldo, S., Figueroa-Camargo, J.G., Zuluaga-Rojas, M.V., Vélez-Escobar, S.B. and Duque-Hurtado, P.L. (2023), "Mapping, evolution, and application trends in co-citation analysis: a scientometric approach", Revista de Investigación, Desarrollo e Innovación, Vol. 13 No. 1, pp. 201–214, doi: 10.19053/20278306.v13.n1.2023.16070.
- Rubenking, B. and Strawser, M. (2023), "Supplemental Material for Learning from a live stream: Differences in motivations, psychological needs, perceived learning, and information behaviors across live streaming and nonlive social media video viewing.", Technology, Mind, and Behavior, Vol. 4 No. 3, doi: 10.1037/tmb0000115.supp.
 Setyawan, R.A. and MZ, Y. (2023), "DAMPAK PENGARUH PENGGUNAAN APLIKASI VIDEO LIVE STREAMING
- [52]. DI SMARTPHONE PADA KALANGAN PELAJAR", JurnalInformatikaKomputer, Bisnis Dan Manajemen, Vol. 17 No. 2, pp. 1-10, doi: 10.61805/fahma.v17i2.92
- Singh, A., Halgamuge, M.N. and Moses, B. (2019), "An analysis of demographic and behavior trends using social media: [53]. Facebook, Twitter, and Instagram", Social Network Analytics, Elsevier, p. 87.
- Singhal, N. and Kapur, D. (2024), "Mind your own business and communicate the same!-signaling content that makes investors interested", Journal of Entrepreneurship in Emerging Economies, Emerald Publishing Limited, Vol. 16 No. 4, pp. 1023-1042
- [55]. Tang, L.& Z.X.&L.Min. (2023), "A GPT-Based Approach for Scientometric Analysis: Exploring the Landscape of Artificial Intelligence Research", CC BY 4.0.
- TEOH and Hong, A. (2024), "Research on Consumer Psychological Characteristics of E-commerce Live Streaming Platform", Journal of Education, Humanities and Social Sciences, Vol. 29, pp. 545-549, doi: 10.54097/e1ebjb93.
- Tsou, M.-H. and Leitner, M. (2013), "Visualization of social media: seeing a mirage or a message?", Cartography and Geographic Information Science, Vol. 40 No. 2, pp. 55–60, doi: 10.1080/15230406.2013.776754.

 Tung, T.M., Lan, D.H., Cuc, T.T.K., Oanh, V.T.K. and Benavides, P.A. (2024), "Changemakers: Educational psychology's
- **[58].** role in fostering sustainable behaviors", Sustainable Development, doi: 10.1002/sd.3072.
- Vladimirova, K., Henninger, C.E., Alosaimi, S.I., Brydges, T., Choopani, H., Hanlon, M., Iran, S., et al. (2024), "Exploring the influence of social media on sustainable fashion consumption: A systematic literature review and future research agenda", Journal of Global Fashion Marketing, Taylor & Francis, Vol. 15 No. 2, pp. 181-202.
- Wang, H., Li, G., Xie, X. and Wu, S. (2024), "An empirical analysis of the impacts of live chat social interactions in live streaming commerce: A topic modeling approach", Electronic Commerce Research and Applications, Vol. 65, p. 101397, doi: 10.1016/j.elerap.2024.101397.
- Wongkitrungrueng, A. and Assarut, N. (2020), "The role of live streaming in building consumer trust and engagement with [61]. social commerce sellers", Journal of Business Research, Elsevier, Vol. 117, pp. 543-556.
- [62] Xiong, J. and Li, F. (2024a), "How do live-streamers attract their consumers: insights from a multi-group analysis", Asia Pacific Journal of Marketing and Logistics, doi: 10.1108/APJML-01-2024-0017.
- Xu, Y., Kapitan, S. and Phillips, M. (2023), "The commercial impact of live streaming: A systematic literature review and future research agenda", International Journal of Consumer Studies, Vol. 47 No. 6, pp. 2495-2527, doi: 10.1111/ijcs.12960.
- Yanhao, C., Mustafa, H. and Ling, T.P. (2024), "Mapping the research of travel live streaming: A bibliometric analysis [64]. using Vosviewer", Cogent Social Sciences, Vol. 10 No. 1, doi: 10.1080/23311886.2023.2285254.
- Ye, F., Ji, L., Ning, Y. and Li, Y. (2024), "Influencer selection and strategic analysis for live streaming selling", Journal of Retailing and Consumer Services, Elsevier, Vol. 77, p. 103673.
- Yu, W. (2023), "Research on the Problems and Strategies of Live-Streaming E-commerce on the Douyin Platform in [66]. China", Highlights in Business, Economics and Management, Vol. 23, pp. 762-769, doi: 10.54097/b9521t65.
- Zhang, M., Qin, F., Wang, G.A. and Luo, C. (2020), "The impact of live video streaming on online purchase intention", The Service Industries Journal, Taylor & Francis, Vol. 40 No. 9–10, pp. 656–681.
- Zhang, Z., Mo, Y. and Xia, Y. (2024), "A Study on the Factors Influencing Consumer Purchase Decision Under the Live-[68]. Streaming Sales Model", Journal of Electronic Research and Application, Vol. 8 No. 3, pp. 185-190, doi: 10.26689/jera.v8i3.7237.
- Zhong, W. and Adilbish, G. (2024a), "A Review of E-commerce Live Streaming Research", Frontiers in Business, [69]. Economics and Management, Vol. 15 No. 2, pp. 285-289, doi: 10.54097/q0z9t284.